GAME BOY ADVANCE

AGB-AMFE-USA

Monster Rancher™
ADVANCE

INSTRUCTION BOOKLET

TECMO | 100% GAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

"Monster Rancher Advance" is a game in which you create a monster with words, then raise it through a process of training. The ultimate goal is to win all of the tournaments for which your monster is eligible.

There are more than 400 types of monsters, and you must guess which words will generate which monster. What monsters will emerge from your name or favorite words? You'll just have to experiment to find out. Considering the large number of possible word combinations, you'll probably find a monster you like.

Table of Contents

Age Island

PROMIASS

VIZLEY

TAPOTA

ALQAHIRA

ASPIA

IERA

GOLDOLL

CAROTA

This calm, warm island lies to the southeast of IMa (from Monster Rancher 2), and to the south of FIMBA (from Monster Rancher).

As is the case on other continents, people here once lived in harmony with monsters. Monster battles, in which monsters engage in competition with each other, were also popular. But Age Island differs from IMa and FIMBA in two important ways…

First, in the ruins of Age Island, ancient Tablets inscribed with characters are found, rather than the Saucer Stones one would expect. The monsters are regenerated from these Tablets.

Second, monsters live much longer in the temperate climate of Age Island. A monster's life as a fighter spans just three to four years, but many monsters spend their second life as coaches, guiding younger monsters in the use of all-important skills.

You are a breeder with considerable fame on the continent where IMa exists. One day you receive a letter from the chairman of AGIMA, asking that you become a guidance counselor.

You were always curious about the methods specific to the area, as well as the monsters that lived only in that region, so you decide to take the trip to Age Island.

The boat trip to Age Island takes two weeks. As you embark on the voyage with thoughts of the wonders you have yet to see, feeling the ocean breeze play across your skin, your decision is already made.

Now, let's start our journey.
A new challenge awaits you…

Operating Procedures

The following illustrates the operating procedures for Monster Rancher Advance:

Normal: Training-Operation Procedures

L Button
Previous page (Book screen), read message again (return to previous message window)

Control Pad
Move Cursor

START
Open data screen

SELECT
Open help messages

R Button
Next page (Encyclopedia screen)

A Button
Command selection, send messages

B Button
Cancel command, return to previous screen

L Button
Switch
(tag battles only)

Control Pad Left
Move back

Control Pad Right
Move forward

START
Open give-up window

R Button
Back off

A Button
Use skill

B Button
Switch skill set

POWER

GAME BOY

Nintendo®

GAME BOY ADVANCE

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Operation is when your character is on the 1P (left) side.
On the 2P (right) side, the left and right Control Pad and
the L and R Buttons will switch accordingly.

Title Screen

Insert the Game Pak into Game Boy Advance and turn on the power. Following the logo, the title screen will appear. Press the START in the title screen, and the menu-selection screen will appear. Select a menu item.

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New Game
Starts the game from the very beginning.
Caution: When "New Game" is selected, the data from all previous games will be lost.

Continue
Starts the game at the point where you left off last.

Link
Allows you to play against your friends, trade with friends, etc.
(See page 26, "Link.")

About Saving

Monster Rancher Advance saves your progress automatically.
Caution: This game is for one player: only one player's data may be saved.
Data is saved between the end of one week and the beginning of the next week and also during the trip between the ranch and town.

The game is typically saved at the end of the week. If you turn off the power or remove the Game Pak while the game is being saved, your data may be corrupted.
Turn off the power only when the "command" icon is displayed in the farm or in town.
To prevent the loss of data while saving, make sure to promptly replace dying batteries as soon as possible in the Game Boy Advance.

If data cannot be properly saved or loaded, it is possible that the Game Pak is not properly inserted or the Game Pak is dirty.
Rather than simply assume that the Game Pak is broken, we recommend reinserting the Game Pak and/or cleaning the Game Pak.

How to Acquire Monsters

Acquiring your First Monster
The town will be the first place you'll visit once you start the game. First, go to the Shrine and get a monster.
You can regenerate your monster from a "Tablet" or from a "Book," but initially you'll only be able to regenerate a monster from a Tablet.
As you experiment with various Tablets, you'll soon be able to regenerate monsters from the "Book."

Town Menu Icon

Please select where you want to go from the menu icons in the upper-left portion of the screen.

Shrine

The shrine is where monsters are regenerated. There are two ways to regenerate monsters. Choose between them using the menu icons in the upper-right portion of the screen.
Press the B Button to return to the town.

Tablet Regeneration

This method lets you regenerate monsters from Tablets. To do so, you'll be required to enter the characters inscribed on the Tablets.

In the beginning you'll only be able to enter up to four characters. But as the game progresses and your breeder rank moves to the next level, the total number of characters you can input will increase by one, up to a maximum of eight characters.

In addition, certain monsters can only be regenerated once you've completed particular events in the game.

Book Regeneration

The monsters you acquire are stored in the Book (Monster Encyclopedia). You will be able to regenerate any monster registered in your Book simply by choosing it.

Monsters

Many types of monsters show up in this game.
The following introduces the most common monsters you'll encounter:

Suezo

Suezo has various ESP powers, and its style of fighting is to trap the opponent's movements.
It has a silly personality, and is difficult to raise properly.

Mocchi

Mocchi has very cute eyes, and its body is like rice cakes.
Its strange movement mystifies many breeders.

Antlan

This monster resembles an ant or beetle.
It has very strong morals and will not let evil go unpunished.
It is rumored that many antlans continue fighting evil after they've retired, without others being aware of it.

Lesione

This monster looks like a water dinosaur. It likes to be around humans, and likes to entertain them by performing tricks. It uses its tricks and large body in battles.

Durahan

It is said that these monsters were once the armor worn by ancient warriors. Durahan likes to fight, and is skilled in the use of a sword.

Studio

You can perform tasks such as putting monsters into hibernation or combining monsters in the studio. Select your task from the menu icons in the upper-left portion of the screen.

Press the B Button to return to the town.

Freeze

This command places your monster in hibernation by freezing it. You can raise only one monster at a time, so if you want to try raising a different monster than what you already have, you must place your current monster in hibernation.

Revive

This releases the monster from hibernation by melting the ice.

Delete

This deletes the monster you have in hibernation without waking it from sleep.
Caution: A monster you delete can never be revived again. Be sure to think things through before deleting any monster.

Combine

This combines two monsters in hibernation, creating one new monster. Since the monster thus created takes some of the abilities and characteristics from the original monsters, the new monster may be quite powerful.

Monsters acquired through combination will also be stored in the Book.

AGIMA

AGIMA stands for Age Island Monster Association, the official monster association of Age Island. AGIMA is responsible for dealing with monsters that have already passed their time as fighters - registering and retiring coaches are some of AGIMA's duties. Select your task from the menu icons in the upper-left portion of the screen. Press the B Button to return to the town.

Coach

This command registers a monster as a coach. Once it's registered, you can't bring the monster back into your possession until you register another monster as a coach and switch the two monsters.
The appropriate training parameters are predetermined when you register a coach. The higher the parameters, the better a coach the monster will be. Monsters with high parameters should be registered as coaches. When a new coach is registered for training in a position in which a coach is not already registered, you will be able to choose that training.

Retire

This command retires the monster.
Caution: You'll never see a monster again, once you've retired it. Be sure to think things through before retiring any monster.

Go to the ranch

This command moves you to the ranch with your monster. You can't go to the ranch without a monster by your side.

Raising Monsters

Give your monster a name filled with love.
The name you give your monster can never be changed, so be careful.
Once you decide on a name, take it to the ranch.
Now, your ranch life begins!

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How to Raise Monsters

Raising Monsters

Give your monster a name filled with love. The name you give your monster can never be changed, so be careful. Once you decide on a name, take it to the ranch. Now, your ranch life begins!

Column: Training Procedures

In the world of Monster Rancher Advance, the calendar advances in one-week increments. Choose what you want to do during the week using the menu icons. You will raise your monster through a process of training, using the "Training" command. However, you can sometimes use "Items" or send it out to "Special training camp". If your monster gets tired, be sure to let it rest - it's not good to overwork your monster. Once you feel it's strong enough, try entering it in a Monster Battle tournament.

You must decide what to feed your monster at the beginning of each month. The food it likes will differ according to the type of monster, and the nutrients it requires will change depending on what it ate last time. So, to ensure a healthy monster, you must choose the appropriate food to feed it.

Ranch Menu Icon

You must choose what activities will be performed for that week, using the Training menu. Your choice of a menu will directly affect how your monster grows. Be sure to train your monster with care.

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Training

You will choose a coach, and the coach will train your monster.
If your training succeeds, the parameters related to training will increase.

Different monsters are suited for different types of training. If you have a hard time increasing your parameters, you might want to try a different type of training.

One week will pass each time you execute this command.

Rest

If your monster is tired, you should let it rest.
The monster will be able to rest for one week, and will be ready for a workout the following week.
One week will pass each time you execute this command.

Special training camp

You will have your monster go to the special training camp administered by AGIMA which requires an entire month of training.

Your monster's parameters will increase with training, and it is more than likely that your monster will acquire new skills. That, however, costs money.

Depending on the training course you choose, the parameters that increase and the skills your monster learns will differ.
Unlike regular training, special training camps will always succeed, and depending on the battle results, the parameters may increase dramatically.
Four weeks will pass each time you execute this command.

Items

You can buy items, use items, etc.
Time will not pass when you use this command.

Use

Uses an item you already have.
A list of items in your possession will be displayed,
allowing you to choose what item to use.

Items affect monsters in many different ways. Be sure to consider the possible effects on your monster before using Items.

Shop

This command takes you to the Item Shop.
You can "Buy,""Sell" or "Compose" at the Item Shop.

Buy

You can buy an item sold in the Item Shop. A list of
items for sale will be displayed, allowing you to choose the item you'd like to buy.

However, if you don't have enough money, or if you have 99 of the same item already, you won't be able to purchase it.

Sell

You can sell an item you already have.
A list of items in your inventory will be displayed, allowing you to choose which item to sell.

Compose

This command composes and combines the items that you have, creating a new item.

A list of items in your inventory will be displayed, allowing you to choose which item to use as the base, and which item to use as the "sub."
Certain items can be acquired only through composition, so be sure to experiment with your items.

Battles

Use this command to enter your monster in a tournament, or to make reservations for it.

When you choose this item, the tournament schedule will be displayed, allowing you to choose the tournament you'd like to enter.
You'll be able to enter tournaments that are the same as your monster's rank.

If the tournament you choose is to be held during the current week, you'll be entered into the tournament immediately.
If the tournament is held the following week or later, a reservation will be made.

If you make a reservation, you'll be reminded of the tournament a week beforehand, and the week of the tournament as well.
If you use this command and enter a tournament, one week will pass. If you've made a reservation, no time will pass.

(See page 22, Monster Battle Tournaments)

Go to Town

Takes you to town with your monster.
Executing this command won't pass the week.

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Data Screen

The data screen will be displayed when you press the START Button when "START: Data" is displayed in the upper-right portion of your screen while you're in town or at the ranch.
You'll be able to view breeder and monster data, as well as the Book (Monster Encyclopedia).

Breeder - You'll be able to view your statistics as a breeder.

Monster - You'll be able to view the statistics of the monster you're currently raising. Setting the skills for battle is also performed here.

Book - Allows you to view the Book (Monster Encyclopedia).

The Breeder Data screen is comprised of "Breeder" and "Record".
In the "Breeder" screen you can view your name, breeder rank, battle records, winning ratio, prize money obtained, and current money in possession.

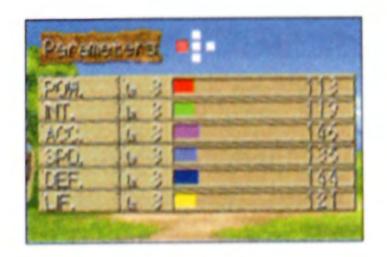In the "Record" screen you can see how many of what types of monsters you have regenerated so far.

The Monster Data screen is comprised of "Monster," "Parameters," "Characteristics," "Traits", "Skills" and "Others."

The "Monster" screen shows the full-body image of the monster, along with its type and breed, rank, name and age.

The "Parameter" screen shows the strength of the monster in six different parameters. The six parameters show the levels of the following abilities:

Pow. - This is the monster's strength. When this value is high, the physical damage the monster inflicts on its opponent increases.

Int. - This is the monster's intelligence. When this value is high, the damage caused by ESP and magic, as well as by tricking and scaring opponents, will increase.

Acc. - This is the accuracy of your monster's skills. When this value is high, the chance that your monster's attacks will be successful increases.

Spd - This is the monster's dodging ability. When this value is high, the chance of being able to avoid the opponent's attacks will increase.

Def. - This is the monster's defensive power. When this value is high, the damage when hit by an opponent's attacks is decreased.

Lif. - This is the monster's life force. When the life reaches 0 during battle, the monster is knocked out.

In the "Traits" screen, the monster's characteristics and the description of those characteristics will be displayed. Use the Control Pad Up and Down to choose the characteristic you'd like to view.

The "Skills" screen lets you see the setting for each of the skills that can be used in battle. The effects of each set skill are described. Use the Control Pad Left and Right to move the cursor and choose which skill you'd like to view.
Pressing the A Button will bring up a screen in which you can replace the current skill with a different skill.

This screen is used to handpick which skills will be taken into battle.

The skills already obtained by the monster are shown as icons. Select the skill you wish to set, using the Control Pad Left and Right. A description of the skill the cursor is highlighting will be displayed. Choose the preferred skill based on the descriptions displayed.

Press the A Button to set the skill that is highlighted by the cursor.
Press the B Button to cancel and return to the "Skills" screen.

The "Others" screen will show the monster's battle statistics, winning ratio, prize money earned, popularity, likes and dislikes.

Column:

Event

You will encounter many events as you raise your monster.
The following are some examples:

Sickness

A monster that's tired can get sick easily.
A monster that's sick must rest until it is well again.
It's important to let your monster rest rather than push it to work.

Escape

A monster that is overly stressed may run away from the ranch.

You should treat your monster with something it likes once in a while, or give it an opportunity to let off some steam by allowing it to fight in battle.

Presents

Sometimes your monster will bring you a present: this may result in a precious item that can't be bought in a store.

Invitation

As your breeder rank and your monster's rank increase, you'll be invited to special battles held by the AGIMA. It's not easy to win these battles, but it's still worthwhile to give it a try.

Monster Battles

Enter your monster in a tournament, if you think it's strong enough.

There are five tournament ranks: D, C, B, A and S, the lowest being D.

When you win the official tournament for a particular rank, you'll be able to participate in tournaments one level higher.

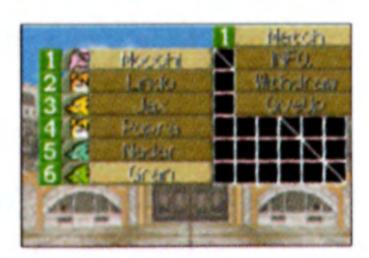However, it isn't easy to beat every opponent.

Be sure to have your monster in top condition before battle, so it can do its very best.

Monster Battle Tournaments

Choose "Tournaments" from the Ranch Menu icons and select a tournament held during the current week. You can participate if your monster and the tournament are at the same level.

Match

Starts the Monster Battle after you decide whether or not to give your monster orders.

Withdraw

Withdraws from battle. It may be wise to withdraw from a battle sometimes, depending on your opponent. You can withdraw from the entire tournament, or from just one match, and take the next battle in a round-robin tournament.

Info.

This lets you view your opponent's monster data.

Match

Your battle now begins.
When you issue commands to your monster, push the A Button to use skills based on the distance from your opponent. This should be done because your monster will move back and forth from the enemy when you use the Control Pad Left and Right.
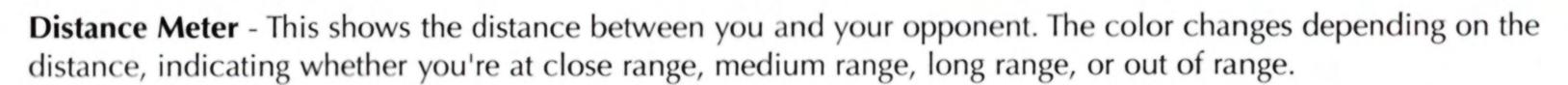
The skills used when you push the A Button will differ according to your distance from the opponent. So, when fighting, pay attention to the color of the Distance Meter and the brightness of the Skill Panel.

The "Guts" that are depleted whenever you use a skill will gradually recover over time. It is important to check your Guts Gauge from time to time so that you can use your skills when you need them most.

Life Meter - When the meter reaches 0, your monster is knocked out.

Time Remaining - When this reaches 0, a "Judgment" will be issued, and the player's monster left with more life will be the winner.

Back off Mark - When this mark is present, you can use "Back off."

Distance Meter - This shows the distance between you and your opponent. The color changes depending on the distance, indicating whether you're at close range, medium range, long range, or out of range.
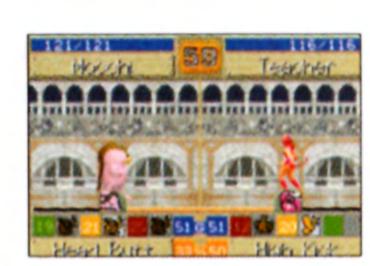
Skill Panel - Skills are set according to whether you're at close range, medium range or long range.
Pressing the B Button switches to another set of skills.
The colors that are the same color as the distance meter will be highlighted, showing which skills are available.

Guts Used - This shows the amount of guts depleted when a skill is used.

Accuracy - Shows the likelihood of hitting the opponent (as a percentage).

Guts - Guts are required in order to use skills. The amount of guts available recovers over time.

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Battle Tips

Here are some tips for battle that you'll find especially useful as a breeder:

Guts and Skills
Guts are depleted when you use skills or are hit by an opponent. The amount of guts depleted is predetermined according to the skills used, so you must have enough guts in order to use a particular skill.

Also, when your guts are high, the possibility of hitting and the effectiveness of skills becomes greater.

Instead of using your skills with no battle plan, it may be better to accumulate guts.

Understand the Effects of Your Skill
There are different characteristics for each skill. Some skills have high accuracy but inflict low damage. Other skills have low accuracy but inflict high damage. There are also skills that deplete your opponent's guts or change your opponent's status. You should understand the effects of these skills, and it's important to have them available in order to use them at the right moment in battle.

Beware of "Unknown"!
When your monster's loyalty is low, your monster will perform "Unknown" movements, even if you issue orders. When your monster is in "Unknown" status, it is defenseless and is more easily hit by opponents. This puts your monster's life at risk. On the other hand, if your opponent is in "Unknown" status, attack!

Keep your distance using "Back off."
There are certain skills that can only be used in a certain range.

If your opponent is close and you can't adjust the distance, "Back off" is quite effective because it sends your enemy far away. Using "Back off" effectively will help you keep your opponent at bay.

What happens when your status changes?
There are times when your monster gets hit, and the status of your monster changes.

There are five conditions shown below, and each has a negative effect on your monster:

Wince:
Your monster loses the will to go on for a set amount of time.
Accuracy, strength and intelligence parameters decrease temporarily.

Stagger:
Your monster's sense of balance is thrown off.
All parameters except life decrease temporarily.

Palsy:
Your monster's body is paralyzed by electricity or poison.
All parameters except life decrease temporarily, and the speed of movement is at its lowest possible level.

Slow:
Cold or goo hinders your monster's movements.
Accuracy and dodge parameters are decreased temporarily, and your movement speed is at the lowest possible level.

Addled:
The monster's head is addled.
Regardless of his loyalty, your monster will be in "???" state, with only a 50-percent chance of success when you try to use a skill.

Once your monster's status changes, it can't return to normal for a set amount of time. However, time passes even when skills are used: if you issue commands for skills, by the time the skill is complete your monster may return to normal, preventing it from being subject to any disadvantages.

The following special status conditions also exist:

Caution:
Your monster concentrates on preparation for an enemy attack. You can sometimes avoid enemy attacks that would otherwise hit your monster. When your monster enters this status, it will return to normal.

When your opponent is in this status, even if you mount a big attack, your enemy will dodge it. In this case, use something else that has a higher chance of hitting your enemy.

Playing and Exchanging with Your Friends

Fight, or Exchange Monsters, with your Friends.
By using the Game Boy® Advance Game Link® Cable to link Game Boy Advance, you can fight with your friends, as well as exchange monsters and items with them.
Your lifestyle as a breeder will be more fun if you help and compete with your friends.

Link

When you're set up for communication, choose "Link" from the Menu Selection screen, which is entered from the title screen. (See page 31, "Game Link® Cable.")

Battle

Battles can be performed between two and four people. The battle formats are determined as follows, depending on the number of participants:

2 players	1P vs. 2P
3 players	1P and 3P (Tag Team) vs. 2P
4 players	1P and 3P (Tag Team) vs. 2P and 4P (Tag Team)

Once the "Battle" commences, the connection between the units will be tested. After the test is complete, use the A Button to display the screen that lets you choose which monster to enter in the tournament.

Each player will choose a monster to enter in the brackets.
There is no need to fill all the brackets with monsters.
For example, in two-player mode two entry brackets will be prepared for each player.
If each player enters one monster each, then a one-on-one battle will take place.
If each player enters two monsters each, a tag match will take place.
If both players agree, a one-on-two match is also possible.

When you've chosen your monster(s), place the cursor over "OK" and press the A Button.

When all players choose "OK," the Tournament Verification screen will be displayed.

Here, you can view the information of the monsters your opponents have chosen.

When all players choose "NEXT," the next screen will be displayed.

In this screen you can choose whether or not to bet and select a time limit.
Only one player (1P) will make these selections.
If you select "NEXT" with no bets, a battle will commence.
If you select "NEXT" with bets, the Bet Selection screen will be displayed.

You can put out items, monsters and money as bets. The items placed for bets will be awarded to the winner.
You can place items up to the maximum number of brackets allocated for each player.
You can also place nothing for bets.

When all items are chosen, place the cursor over the "OK" and press the A Button.

When all players have selected "OK," the Bet Verification screen will be displayed.

You can view what each player has placed for a bet.
When all players have pressed "OK," the battle begins!

When bets are placed and the victor is a team of two players, the items will be distributed after the battle.

First, all items will be collected by one of the players. (If 1P and 3P, they are collected by 1P; if 2P and 4P, they are collected by 2P).
This controlling player will be able to move an item to the other player by selecting the bracket and pressing the A Button.

When distributing money, pressing the A Button while pointing to the money bracket will bring up the screen to transfer money. Select the amount to transfer and press the A Button.

Once the amount is determined, move the cursor to "OK" and press the A Button.

Selecting "OK" will display the Distribution Selection screen.

In this section, control will reside with the player that didn't decide on the distribution previously. You can verify the information of the divided items.
Select "OK" if it is acceptable.
If you don't agree, press "Return." You can have the distribution readjusted by returning to the previous screen.

Note that the data is automatically saved after a battle takes place with bets.

Tag Battle Descriptions

A tag battle is a form of battle that can only take place with communication. Of the two monsters, only one will be in the ring to fight, and the other will be resting on the bench. The life of the monster waiting on the bench will recover slowly, and the Guts level will recover 1.2 times as fast.
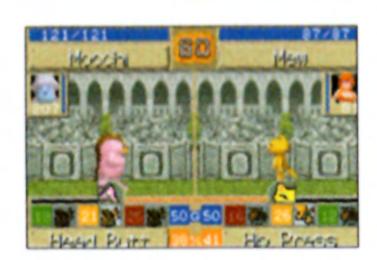If you switch effectively, you should be able to enjoy dynamic battles using big, impressive skills.

Partner Window
The image of the monster on the bench will be displayed.

Partner Life
The decreased life will recover with time, but it will only recover up to the life the monster had when it left the bench previously. (If in the ring from the beginning, then the monster will recover to the initial value.)

Partner Guts
This also recovers with time. When Guts is full, it's probably time to switch.

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Trade

Trading is always performed between two people, and you can give or trade items, monsters and money with the other player.

Each player can trade from zero to four items at a time.
Once your items are chosen, select "OK" using the cursor and press the A Button.

When both players select "OK," the Trade Verification screen will be displayed.

Here you can view the detailed information of the items placed for trade.

When both players select "OK," the items will be traded.

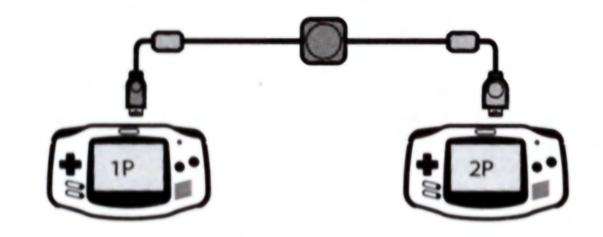The game will be saved automatically after the trade.

Caution: When receiving monsters as a battle bet or trade, but have available space in the hibernation capsules, you'll have to discard one of the monsters.

Also, if you receive an item you already have 99 of, the total number of items you possess won't increase.
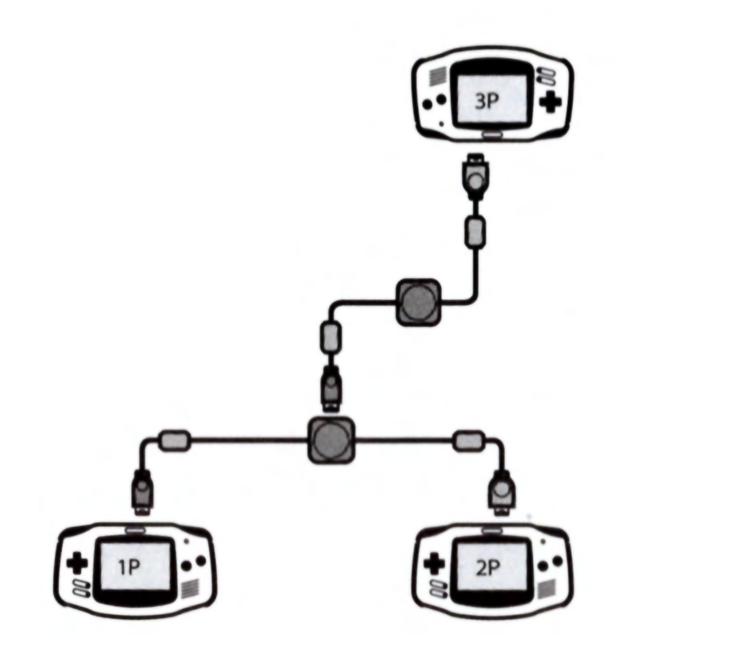
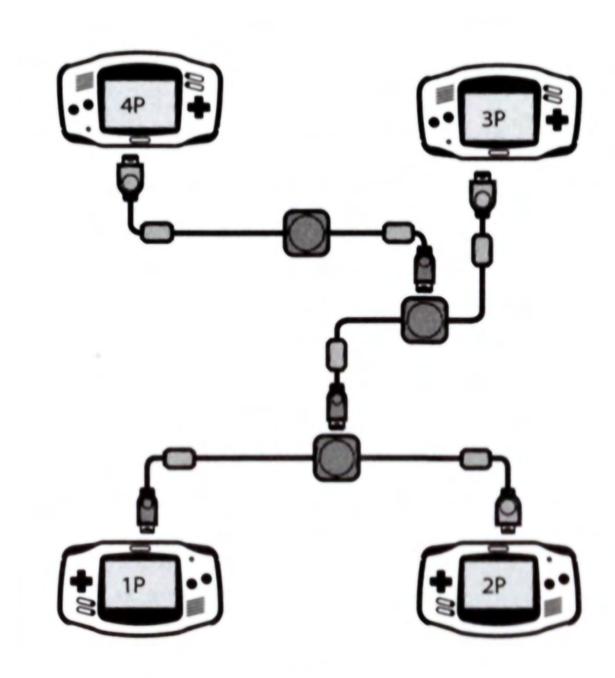Be sure to make space before you make a bet or trade.

Game Link® Cable

2-PLAYER GAME

3-PLAYER GAME

4-PLAYER GAME

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Tecmo, Inc. ("Tecmo") warants to the original consumer that this Tecmo Game Pak ("Pak") (not including Game Pak Accessories or Robot Accessories) Shall be free from defect in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Tecmo will repair or replace the Pak, at its option, free of charge.

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